I. In the Claims:

1. (Currently Amended)   A device for training one or more reading and spelling skills of a user including phonological and morphological skills, the device comprising:

a graphical display that displays images to a user;

a user input device that permits the user to interact with the computer; and

a game that presents stimuli to the user so that the user can respond to the stimuli and improve the reading and spelling skills of the user, the game further comprising a phonological skills training portion for training the phonological skills of the user and a sound/symbol correspondence training portion for training the sound/symbol correspondence skills of the user wherein the game first trains the phonological skills of the user and then automatically transitions to training the sound/symbol correspondence skills once the phonological skills are mastered which develops and systematically bridges the phonological skills to the sound/symbol correspondence skills.

2. (Twice Amended) A device for training one or more reading and spelling skills of a user including phonological and morphological skills, the device comprising:

a graphical display that displays images to a user;

a user input device that permits the user to interact with the computer;

a game that presents stimuli to the user so that the user can respond to the stimuli and improve the reading and spelling skills of the user, the game further comprising a phonological skills training portion for training the phonological skills of the user and a sound/symbol correspondence training portion for training the sound/symbol correspondence skills of the user wherein the game first trains the phonological skills of the user and then automatically transitions to training the sound/symbol correspondence skills once the phonological skills are mastered which develops and systematically bridges the phonological skills to the sound/symbol correspondence skills; and

wherein the phonological training portion further comprises a morphological skills training portion to train the user's skills at decoding a word and vocabulary.

12 3 (Original). The device of Claim 2, wherein the sound/symbol training portion further comprises a phonics portion to train the user's skills at decoding printed words and awareness of the connections between speech and print.

2 4 (original). The device of Claim 1, wherein the game further comprises one or more modules that train different skills of the user wherein each module trains one or more different skills of the user.

3 5 (Original). The device of Claim 4, wherein the one or more modules further comprise a segmentation, discrimination and syllable stress training module, a segmentation, blending, decoding and spelling training module, a sound/symbol correspondence training module and a sound and word recognition training module.

4 6 (Original) The device of Claim 5, wherein each module further comprises means for providing a cue to the user, wherein the cues are auditory cues first, then auditory and visual cues and then visual cues.

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13 7. (Twice amended) A device for training one or more reading and spelling skills of a user including phonological and morphological skills, the device comprising:

a graphical display that displays images to a user;

a user input device that permits the user to interact with the computer;

a game that presents stimuli to the user so that the user can respond to the stimuli and improve the reading and spelling skills of the user, the game further comprising a phonological skills training portion for training the phonological skills of the user and a sound/symbol correspondence training portion for training the sound/symbol correspondence skills of the user wherein the game first trains the phonological skills of the user and then automatically transitions to training the sound/symbol correspondence skills once the phonological skills are mastered which develops and systematically bridges the phonological skills to the sound/symbol correspondence skills; and

wherein the game further comprises means for adaptively increasing or decreasing the difficulty of the training of the user based on user performance.

12. (Original)   The device of Claim 11, wherein the difficulty changing means further comprises means for changing one or more difficulty variables to change the difficulty of the training.

13. (Original)   The device of Claim 12, wherein the difficulty changing means further comprises means for increasing the difficulty of the training if the user has met a predetermined increase level criteria and means for decreasing the difficulty of the training if the user has met a predetermined decrease level criteria.

16. (Twice amended) A device for training one or more reading and spelling skills of a user including phonological and morphological skills, the device comprising:

a graphical display that displays images to a user;

a user input device that permits the user to interact with the computer;

a game that presents stimuli to the user so that the user can respond to the stimuli and improve the reading and spelling skills of the user, the game further comprising a phonological skills training portion for training the phonological skills of the user and a sound/symbol correspondence training portion for training the sound/symbol correspondence skills of the user wherein the game <u>first</u> trains the phonological skills of the user and then <u>automatically</u> transitions to training the sound/symbol correspondence skills once the phonological skills are mastered <u>which develops and systematically bridges the phonological skills to the sound/symbol correspondence skills</u>; and

wherein the game is stored on a server computer and downloaded to a client computer and wherein the user input device and the graphical display are part of a client computer connected to the server computer by a computer network.

17. (Original)   The device of Claim 16, wherein the server further comprises means for downloading changes to the game from the server computer to the client computer.

12.(original)   The device of Claim 1, wherein the game is stored on a compact disk and then loaded into a computer having the graphical display and the user input device.

13.(Original)   The device of Claim 10, wherein the server further comprises a diagnostic tool for testing the skills of the user in order to customize the game for a particular user and means for downloading the customized game from the server computer to the client computer of the particular user.

14.(Original)   The device of Claim 10, wherein the server further comprises a scoring database that stores the scores of the users of the system.

15.(Original)   The device of Claim 14, wherein the server further comprises means for generating statistics about the scores stored in the scoring database.

16.(Original)   The device of Claim 1, wherein the game further comprises a module for training the user's skills at identifying the correspondence between sounds and symbols.

17.(Original)   The device of Claim 16, wherein the module further comprises a task in which the user sorts words into one or more categories in order to identify patterns in printed words.

18.(Original)   The device of Claim 17, wherein the sorting task further comprises means for sorting words based on an initial portion of a word, means for sorting words based on a middle portion of the words and means for sorting a word based on a final portion of the words.

19.(Original)   The device of Claim 17, wherein the module further comprises a second task in which the user sorts words into one or more semantic categories.

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20. (Original) The device of Claim 17, wherein the module further comprises a third task in which the user identifies a word that is spelling is reverse order to a target word.

21. (original) A method for training one or more reading and spelling skills of a user including phonological and morphological skills using a computer system having a graphical display for displaying images to the user and a user input device to permit the user to interact with the computer, the method comprising:

executing a game that presents stimuli to the user so that the user can respond to the stimuli and improve the reading and spelling skills of the user, the game further comprising a phonological skills training portion for training the phonological skills of the user and a sound/symbol correspondence training portion for training the sound/symbol correspondence skills of the user wherein the game <u>first</u> trains the phonological skills of the user and then <u>automatically</u> transitions to training the sound/symbol correspondence skills once the phonological skills are mastered <u>which develops and systematically bridges the phonological skills to the sound/symbol correspondence skills</u>.

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22.(Twice amended)   A method for training one or more reading and spelling skills of a user including phonological and morphological skills using a computer system having a graphical display for displaying images to the user and a user input device to permit the user to interact with the computer, the method comprising:

executing a game that presents stimuli to the user so that the user can respond to the stimuli and improve the reading and spelling skills of the user, the game further comprising a phonological skills training portion for training the phonological skills of the user and a sound/symbol correspondence training portion for training the sound/symbol correspondence skills of the user wherein the game <u>first</u> trains the phonological skills of the user and then <u>automatically</u> transitions to training the sound/symbol correspondence skills once the phonological skills are mastered <u>which develops and systematically bridges the phonological skills to the sound/symbol correspondence skills;</u> and

wherein the phonological training portion further comprises a morphological skills training portion to train the user's skills at decoding a word and vocabulary.

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23.(original)   The method of Claim 31, wherein the sound/symbol training portion further comprises a phonics portion to train the user's skills at decoding printed words.

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24.(original)   The method of Claim 21, wherein the game further comprises simultaneously training one or more skills of the user using one or more modules that train different skills of the user.

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25.(original)   The method of Claim 24, wherein the one or more modules further comprise a segmentation, discrimination and syllable stress training module, a segmentation, blending, decoding and spelling training module, a sound/symbol correspondence training module and a sound and word recognition training module.

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26.(original)   The method of Claim 25, wherein each module further comprises providing a cue to the user wherein the cues are auditory cues first, then auditory and visual cues and then visual cues.

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27.(Twice amended)   A method for training one or more reading and spelling skills of a user including phonological and morphological skills using a computer system having a graphical display for displaying images to the user and a user input device to permit the user to interact with the computer, the method comprising:

executing a game that presents stimuli to the user so that the user can respond to the stimuli and improve the reading and spelling skills of the user, the game further comprising a phonological skills training portion for training the phonological skills of the user and a sound/symbol correspondence training portion for training the sound/symbol correspondence skills of the user wherein the game first trains the phonological skills of the user and then automatically transitions to training the sound/symbol correspondence skills once the phonological skills are mastered which develops and systematically bridges the phonological skills to the sound/symbol correspondence skills; and

wherein the game further comprises adaptively ~~changing~~ increasing or decreasing the difficulty of the training of the user based on user performance.

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28.(original)   The method of Claim 27, wherein the difficulty changing further comprises changing one or more difficulty variables to change the difficulty of the training.

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29.(original)   The method of Claim 28, wherein the difficulty changing further comprises increasing the difficulty of the training if the user has met a predetermined increase level criteria and decreasing the difficulty of the training if the user has met a predetermined decrease level criteria.

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30.(Twice Amended) A method for training one or more reading and spelling skills of a user including phonological and morphological skills using a computer system having a graphical display for displaying images to the user and a user input device to permit the user to interact with the computer, the method comprising:

executing a game that presents stimuli to the user so that the user can respond to the stimuli and improve the reading and spelling skills of the user, the game further comprising a phonological skills training portion for training the phonological skills of the user and a sound/symbol correspondence training portion for training the sound/symbol correspondence skills of the user wherein the game <u>first</u> trains the phonological skills of the user and then <u>automatically</u> transitions to training the sound/symbol correspondence skills once the phonological skills are mastered <u>which develops and systematically bridges the phonological skills to the sound/symbol correspondence skills</u>; and

wherein the game is stored on a server computer and downloaded to a client computer and wherein the user input method and the graphical display are part of a client computer connected to the server computer by a computer network.

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31.(original)   The method of Claim 30, wherein the server further comprises downloading changes to the game from the server computer to the client computer.

32.(original)   The method of Claim 21, wherein the game is stored on a compact disk and then loaded into a computer having the graphical display and the user input method.

33.(original)   The method of Claim 30, wherein the server further comprises testing the skills of the user with diagnostic tool in order to customize the game for a particular user and downloading the customized game from the server computer to the client computer of the particular user.

34. (original)   The method of Claim 30, wherein the server further comprises using a scoring database that stores the scores of the users of the system.

35. (original)   The method of Claim 34, wherein the server further comprises generating statistics about the scores stored in the scoring database.

36.(original)   The method of Claim 21, wherein the game further comprises a module for training the user's skills at identifying the correspondence between sounds and symbols.

37. (original)   The method of Claim 36, wherein the module further comprises a task in which the user sorts words into one or more categories in order to identify patterns in printed words.

38. (original)   The method of Claim 37, wherein the sorting task further comprises sorting words based on an initial portion of a word, sorting words based on a middle portion of the words and sorting a word based on a final portion of the words.

39. (original)   The method of Claim 37, wherein the module further comprises a second task in which the user sorts words into one or more semantic categories.

40. (original)   The method of Claim 37, wherein the module further comprises a third task in which the user identifies a word that is spelling is reverse order to a target word.

41. Cancelled.

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47. Cancelled.

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51. Cancelled.

52. Cancelled.